

KATY GIRLS SOFTBALL, INC.

KGSA LEAGUE RULES

PURPOSE

- A. The purpose of this handbook is to inform the managers of his/her duties and responsibilities, which are in accordance with the rules and regulations established by the KGSA Board of Directors.
- B. Any changes or other rules, regulations and policies affecting the operation of the KGSA League will be published and circulated to all managers. Any questions regarding rules, regulations, policies, uniforms and/or equipment should be directed by the manager to his/her Division Commissioner.
- C. **VIOLATION OF ANY OF THESE RULES MAY RESULT IN EJECTION FROM THE PLAYING FIELD, FORFEITURE, MANAGER/COACH SUSPENSION, AND/OR POSSIBLE DISMISSAL FROM KGSA.**

Operation of KGSA League and Teams

D. AGE BRACKET/LEAGUE DIVISIONS:

- 1. This age will be established as of the age attained by January 1, each year:
- 2. **NON-DRAFTED DIVISIONS:** 6&U (4-6 yrs)
DRAFTED DIVISIONS: 8&U (7-8) 10&U (9-10) 12&U (11-12) 13&UP

E. EQUIPMENT/UNIFORMS:

- 1. Managers **6&U-13&UP** will sign for and leave a **\$250** deposit check for all equipment bags received at the start of the season. The check will be returned to the manager on "Equipment Turn-In Day". If equipment is not turned in that day your check will be cashed. **NO EXCEPTIONS!!**
- 2. Issued equipment will consist of equipment bag, catcher's gear, 5 practice balls and a Tee (6&U only).
- 3. Helmets will not be provided by KGSA. Each player must purchase a helmet and facemask that is ASA "NOCSAE" approved.
- 4. All teams will play in uniforms provided by KGSA with **NO ALTERATIONS. EXCEPTIONS;** during cold weather players will be allowed to wear a **PLAIN SOLID** sweatshirt at the umpires/KGSA Board approval.
- 5. Full uniforms are provided during Spring season. During Fall season all players are required to purchase a pair of black pants.

F. PLAYERS PER TEAM:

- 1. Maximum number of players per team is 12.
- 2. Players will be evenly distributed in the 6&U under division. In all other divisions, the players must tryout and the divisions will be drafted.
- 3. Exceptions to this number of players per team will only occur when there are not enough players to form another team. Exceptions approved by KGSA Board.
- 4. In the 6&U division, teams are formed on special request; manager's choice, neighborhoods, schools, or wanting to play with certain friends.

G. OTHER:

1. Players who have not paid all the required fees will not be allowed to play until all fees are paid; fees include but are not limited to REGISTRATION & RAFFLE TICKETS. If your check is returned, you will not be eligible to play until ALL fees are paid.
2. TEAM SPONSORSHIPS: ALL teams are required to secure a “team sponsorship” in the amount of \$500. Your SPONSOR will receive a team plaque, team banner, company name on sponsorboard, and your company linked to our KGSA webpage. The sponsor will also receive 2 passes to our Annual Golf Tournament providing they bring 2 paid players. In the event your team cannot find a sponsor the parents will have to divide the sponsorship (\$500) amongst themselves to meet the required amount. The team will be able to select a nickname (approved by the KGSA Board) on the back of team jerseys.

H. PRACTICE:

1. Teams are constituted and managers approved for KGSA league sponsored play only. Any practices or play beyond the KGSA league season is not authorized. Certain practice and play beyond the KGSA League season (Participation in the Metro Rec., League All Stars, for example) may be authorized by the KGSA Board of Directors, with prior notification.
2. Each manager will be responsible for establishing a place and time for team practice. Generally speaking, practice fields are on a first come/first served basis at various school district fields.
3. KGSA Field Scheduler will assign all practice times for all the league teams
4. Teams must pick up ALL trash on field/dugout/bleachers before leaving their field and lock dugout gates. Penalty: Loss of practice time.
5. NO HITTING BALLS INTO ANY FENCES, BACKSTOPS OR BUILDINGS.

I. SAFETY:

1. All managers are responsible for the safety of his/her players at practices/games.
2. Any unsafe playing condition/equipment shall be reported to the BMOD.
3. All batters and base runners must wear a batting helmet and facemask during all practices and games.
4. Catchers will wear a helmet, facemask, throat protector, chest protector, and protective shin guards while warming up pitchers during all practices and games.
5. A medical authorization is a part of the registration form and each manager should have these forms present at all practices, games and team social events.
6. NO “HIT-A-WAY” DEVICES ALLOWED ON ANY POLES OR PARK TREES.
7. NO JEWELRY ALLOWED ON THE PLAYING FIELD. NO EXCEPTIONS!!
8. **NO METAL CLEATS ALLOWED IN ANY DIVISION! NO EXCEPTIONS!!**

J. INJURY TO PLAYER/COACHES/VOLUNTEERS:

1. KGSA provides excess reimbursement insurance for accidental injuries incurred while playing, practicing, traveling as a group, or voluntarily working on the premises. Excess medical coverage pays only the amount not paid by coverage provided by other group or individual policies.

K. SCHEDULES:

1. The KGSA Board will publish a playing schedule as soon as possible after teams are established. NO changes will be made once the schedule is finalized.

L. WEATHER RELATED GAMES:

1. The UIC/Umpire on the field has the right in his/her judgment to suspend or cancel a game due to weather conditions for the safety of the players, parents and coaches. A Board member has the right to cancel any game prior to the start of the scheduled game. Rain-out rule is in effect.

M. RESCHEDULING OF GAMES:

1. Rainouts will be rescheduled on the next open date available on the schedule, including Tuesday, Wednesday, Thursday, and Sunday afternoons if necessary. Please check the KGSA website, www.kgsa.org, for make-up dates.
2. Once your game has been rescheduled that time will not be changed! If your team does not show up it will be counted as a forfeit.
3. NO games will be rescheduled except for cancellations due to weather or a cancellation made by the KGSA Board of Directors.

N. CONCESSION STAND:

NO CHILD under the age of 16 yrs old will be allowed in the concession stand area, NO EXCEPTIONS!

Concessions are operated by the league that requires NO PARENT working concessions during the Spring or Fall seasons at this time.

O. MANDATORY MANAGERS FIELD WORK DAY:

This is a **MANDATORY** workday for all managers/representatives from each team.

Each team will be assigned certain duties to get the fields ready for the season.

***FAILURE TO SHOW UP OR SEND A TEAM REPRESENTATIVE
WILL RESULT IN LOSING YOUR PRIVILEGE TO PRACTICE AT FIELDS!***

Game Day Procedures

P. FIELD MAINTENANCE:

1. To prepare and maintain the playing field is everyone's responsibility. Work days will be announced by the Board, and each manager will be expected to furnish at least one adult from his/her team to work on the fields.
2. On game day, if the field needs preparation because of bad weather, the BMOD will help in putting the field into a playable and safe condition.
3. The BMOD/UIC will determine whether the field is in safe condition.
4. Both managers will be responsible for cleaning up their dugouts after each game. No debris should be left in the dugouts or in the bleachers.
5. Both managers will be responsible for assuring that all bases and pitching rubber are located at the correct distances. If the game is under way, changes will be made without any penalty and play will continue (ASA Rule 2-1).
6. **DO NOT** remove 43"/40" ft pitching rubbers!! The 35" rubber is removable.
NOTE: DO NOT REMOVE THE BASES.

Q. HOME TEAM DUTIES:

1. The HOME TEAM will be responsible for chalking the playing field. The chalker will be located in the electrical room in the main complex.

HOME TEAM CHALKS THE FIELD!!

R. OFFICIAL SCOREKEEPER:

1. Each team must furnish a scorekeeper. The home team scorekeeper will be the “official scorekeeper” and keep the official book. The official scorekeeper must sit
2. The Umpire will deliver the official scorebook to the home team each game. The umpire will pickup the official book from the home team after each game.
3. The official scorekeeper will sit at the designated score table behind the backstop.
4. He/she will check with the other team and the home umpire after each full inning to insure they are in agreement of the score of the game.
5. It is the manager’s responsibility to make sure that he/she signs the winning scorecard before the umpire turns it into the BMOD. The final score that is turned in by the umpire and signed by the winning manager will be **FINAL!!!**

S. PLAYING TIME:

1. Free defensive substitution is allowed but all girls must play at least one full inning in the field and each team shall bat through the complete official batting roster turned into the umpire at the beginning of the game.
2. Home plate umpire and opposing manager and scorekeeper must be notified prior to the game if a girl is not playing for disciplinary reasons, or a girl is injured, ill, etc., and not playing.
3. **PICK-UP PLAYERS:** To prevent forfeiture, a team short of players may call up to three players from the same age group or a lower age group regardless of division to make the required limit of nine (9) players only. Example: If a team has only 8 players that team can only pick-up one player to equal nine (9) players.
4. **ALL** pick-up players must play in the outfield and bat at the end of the order and **MUST** wear their own uniform.
5. The manager must notify the manager of the opposing team that he/she is using pick-up player(s).
6. Pick-up players will not play instead of regular roster players. The team may not exceed more than 9 players when using pick-up players. If a regular player shows up late and you have a pick-up player already in the lineup that pickup player can continue to bat only in the original batting order.
7. Only KGSA League players will be allowed to be picked up – **NO** tournament/traveling team players of any age group can be used. **A MANAGER WHO VIOLATES THIS RULE WILL BE SUSPENDED FROM LEAGUE PLAY.**

T. PARENT/UMPIRE RULE:

1. If at all possible, no parent will umpire his or her own daughter’s ball game during regular league play. **A BMOD MAY UMPIRE ANY GAME.**

U. FIELD DECORUM:

1. The team manager will be solely responsible for the conduct of his/her team and its followers.
2. In his/her absence, a designated team manager shall assume the responsibility.
3. The manager or the designated manager is the only members of the team or coaching staff that can protest any umpire ruling.
4. Managers and coaches will conduct themselves in a sportsmanlike manner at all times on or near any practice or playing field.
5. The use of obscene or abusive language or the use of intoxicating beverages or drugs on or near the practice or playing field is prohibited.

6. Smoking by any manager, coach, umpire, player, or spectator inside the fence is prohibited.
7. If a manager or coach is ejected from a game for any reason, he/she will be suspended for their team's next game and will not be allowed to be near his/her team's field during that game.
8. Ejection means that the manager or coach will have to leave the field area and go to the parking lot.
9. Dugout Rule Applicable to the 10&U thru 13&UP Divisions:
 Current ASA rules require all coaches except the 1st Base and 3rd Base offensive coaches to be in the dugouts during the game except when time has been called and accepted by the umpire. Due to its restrictiveness and the fact we want our coaches to be able to help all the girls learn the game and have fun, this rule has not been enforced tightly during league play. However, in an effort to make sure that no manager or coach interferes with play or gains an unfair advantage in coaching his/her team by instructing his/her players from a point too close to the foul lines, the following new "interpretation" of the USA rule will be in effect from this point forward:
 Except in between 1/2 innings (when the teams are coming off the field to bat or are going out on the field to play defense), whether on offense or defense no team may have more than 3 managers/coaches outside of the dugout at any time. When on offense, 2 of the 3 must be in the 1st and 3rd base coach's boxes, with the 3rd coach being allowed to be outside of the dugout but within an arm's length of the dugout fence and dugout opening. When on defense, the 3 allowable coaches must also be within an arm's length of the dugout fence and opening.

Penalties for infraction with this rule include:

- 1st offense in game – Warning given
 - 2nd offense in game – All coaches except 1st and 3rd Base Coaches are restricted to the dugout for the remainder of the game
 - 3rd offense in game – Team Manager ejected from game
- In addition, if in the umpire's judgment any coach or manager interferes with a play or unfairly affects a play, the umpire may award an "out" or conversely award a base runner to be "safe" or to advance one base as allowed per various ASA rules such as the obstruction rule.
- THE ONLY PEOPLE ALLOWED IN THE DUGOUT DURING KGSA GAMES ARE THE MANAGER, 2 COACHES, AND THE PLAYERS.

PROTEST:

Managers are expected to be familiar with ASA rules with respect to advising the umpire, opposing team manager and scorekeeper verbally before the next legal or illegal pitch has been thrown by the pitcher (Protest Rule 11, USA Rule Book).

Only the interpretation of a rule can be protested. Any judgment call by the umpire (i.e., balls, strikes, out, safe, etc.) cannot be protested.

Board member(s) on duty will not over rule the umpire(s) on the field.

A WRITTEN PROTEST AND A \$50 NON-REFUNDABLE PROTEST FEE MUST BE RECEIVED BY THE DIVISION COMMISSIONER OR BOARD MEMBER WITHIN 48 HOURS OF THE GAME. ALSO, PLEASE GET THE UMPIRE CREW THAT IS OFFICIATING YOUR GAME.

The money will be refunded if the protest is awarded.

Protest filers must be willing to attend a protest hearing meeting. The meeting may be held at the discretion of the Umpire in Charge (UIC) for KGSA. Failure to attend or send a representative to the meeting may result in loss of the appeal.

SPORTSMANSHIP: USA RULE IN EFFECT

ZERO TOLERANCE RULE: Any manager, coach, player, parent, grandparent or fan causing any trouble on the fields, in the stands or against any board member/umpire will not be tolerated. That person(s) will be removed from the park. If a second offense occurs that person will be expelled from the park for the remainder of the season. Team manager is responsible for the team, all players and parents/grandparents!

Threats of any kind from any adult to any other person will result in being banned from KGSA facility. **NO FIREARMS OF ANY KIND ARE ALLOWED AT PAUL D. RUSHING PARK!!!**

League Playing Rules:

GOVERNING RULES

All games will be played under the USA rules with the exception of any local rules adopted by the Board of Directors of KGSA. All managers will be given a copy of the KGSA League Rules and must be familiar with them. They also will be given the USA Rule Book for the current year.

THE PLAYING FIELD

The 12&U and 13&Up divisions will have 60 ft. base distances and a 40 ft. pitching distance.

The 6&Under through 10&Under will have 60 ft. base distances and a 35 ft. pitching distance.

A sixteen (16) foot diameter circle will be placed around the pitching mound.

LENGTH OF GAMES

All games will have a one hour and fifteen minute time limit (except 6&U). The 6&Under Division will have a one (1) hour time limit. The 6 under division will finish the batter once time has expired.

A new inning starts as soon as the last out is made in the prior inning.

Any inning that starts before time expires will be played in full unless the visiting/home team is winning by 6 or more runs at the end of the half-inning.

Games shall be played until time expires or both managers agree to cut the game time short.

RAINOUTS

6&Under:

To be considered a complete game, the teams must have completed at least 30 minutes.

8&Under through 13&UP:

To be considered a complete game, the teams must have completed two (2) full innings or 45 minutes of the allotted game time.

MISCELLANEOUS

League players can fill in on a Tournament Team during the league regular season provided it does not interfere with any KGSA League team obligations.

Game time is forfeit time.

A warning will be given to **ALL** girls and team manager the first time any player throws equipment during a ball game. Anytime thereafter that any player throws any equipment while batting, she will be called "OUT" immediately, the ball will be ruled a dead ball and the player will be subject to disqualification from remainder of the game.

For safety, all on-deck batters will use the on-deck circle behind the current batter. **This** means that when a right-handed batter is at the plate, the 3rd base side on-deck circle is to be used. When a left-handed batter is at the plate, the 1st base side on-deck circle is to be used.

Batters taking signs from a coach must keep one foot in the batter's box. See USA rule # (per USA Rule 7, Section 3, Paragraph C.)

If a player is removed from the game because of injury or illness and that team has not dropped below 9 players, the team may skip that batter with no "OUT" being called. If a player is pulled due to injury or illness, the manager must notify the umpire prior to her scheduled at bat and obtain the umpire's approval. The player pulled may not go back into the game. If necessary, the umpire may request the approval of the Board Member on Duty.

In the event a player is injured during a play, a courtesy runner may be used. The runner must be the last batted out of the previous inning. The injured player may re-enter the game.

NO METAL CLEATS ALLOWED IN ANY DIVISION!! NO EXCEPTIONS!!

The KGSA board will approve all managers for teams. All managers will have a background check done at the expense of KGSA. Managers/Coaches must be 21 years of age to manage/coach a team in KGSA. Unless approved by KGSA Board of Directors. Managers/Coaches must attend KGSA Managers Clinic when provided. **No Manager/Coach/Team Mom/Parent will be allowed inside the dugout or on the field at anytime without having a background check card. NO EXCEPTIONS!!**

ALL KGSA UMPIRES ARE REGISTERED WITH ASA AND HAVE GONE THROUGH A NATIONWIDE BACKGROUND CHECK.

ZERO TOLERANCE RULE: Any manager, coach, player, parent, grandparent or fan causing any trouble on the fields, in the stands or against any board member/umpire will not be tolerated. That person(s) will be removed from the park. If a second offense occurs that person will be expelled from the park for the remainder of the season. Threats from any adult to any other person will result in being banned from KGSA facility. **NO FIREARMS OF ANY KIND ARE ALLOWED AT PAUL D. RUSHING PARK.**

Playing Rules - 6 & Under

COACHING STAFF:

The following coaching positions will be allowed.

Offensive coach pitching & Defensive coach behind the plate

Offensive coach 1st base and 3rd base

Two (2) defensive coaches in the outfield to help “coach” the players.

NO coach may interfere with the play in any way.

PITCHING:

The manager will appoint a member of his/her coaching staff to pitch to batters.

A team will not be allowed to change a coach pitcher until the inning is over.

The coach pitcher may pitch from anywhere between the front of the pitchers circle to the front of the 8’ foul ball arc. The coach pitcher must be in line with the pitching mound and home plate.

The coach pitcher may not interfere with any play and must move to foul territory away from the play. If in the judgment of the umpire, the coach pitcher intentionally interferes with the play the umpire will:

1. Declare the ball dead
2. The batter will be called out.
3. No base runners will advance.
4. Unintentional interference, ruling from umpire:
 - A. Dead ball
 - B. NO out will be charged
 - C. Batter will be awarded 1st base
 - D. Forced run may score
5. The play will be considered dead once an attempt to throw the ball to the 8’ pitchers circle has been made.
6. If an overthrow is made, an offensive player may advance one base with the liability to be put out.
7. The defensive pitcher will give the ball to the coach/pitcher at the end of each play.

BATTING TEAM:

The batting order will consist of all players present and will remain the same throughout the game except in case of injury.

In the event a girl has to leave, she will be skipped in the lineup. If a girl shows up late, she will be added to the bottom of the lineup with NO PENALTY.

The coach/pitcher will toss three (3) pitches to each batter to hit. If a batter does not hit a fair ball after the three (3) pitches the batter will get two (2) swings to hit a fair ball of a tee. The total number of attempts per batter will not exceed five (5) before being called “OUT”.

There are NO WALKS or balls called. No bunting is allowed.

A hit ball must travel 8’ft. from the home plate in fair territory to be considered fair unless touched by a defensive player. A ball ceases movement within the 8’ half circle will be declared a dead ball.

If a batted ball off the coach/pitcher ONLY is hit to the outfield grass a player can advance with the liability of being put out to 2nd base ONLY!! A ball hit off the “TEE” to the outfield the runner can only advance 1 base at a time.

RUNNERS:

Should more than one runner be running to the same base, the rear runner will be sent back to the base she was running from.

NO base stealing or leading off allowed.

On a batted ball the runner may advance one base on an overthrown ball to any base except 1st base with the liability of being put out.

DEFENSIVE TEAM:

All team players are allowed on the field but only six (6) players may play in the infield. The remainder of players must play behind the grass line.

There will be a catcher position.

NO infield fly rule in effect.

NO defensive player can play closer to the batter than the pitcher.

Managers should encourage the girls to throw overhand and not roll the ball. To support this, if in the judgment of the umpire, a player rolls the ball the play will be declared dead.

The batter will be awarded 1st base and all runners will advance one (1) base from the time of the pitch.

EACH player must be given the opportunity to play at least 1 inning in the infield. A player may only play the pitcher position for one inning during a game. All positions have to be rotated.

A Defensive player will not be able to run to get a **FORCE OUT** at home plate when bases are full. Defensive players may tag the runner before the halfway line for the out.

Players are encouraged to throw the ball to all bases/home plate for the out. **PENALTY** for defensive player running home: **NO OUT RECORDED**

There is **NO PENALTY** to the defensive team for overthrows to 1st base. On an overthrow to 1st base, the runner is **NOT** allowed to run to 2nd base. As such, coaches are to encourage to have their players try to make the throw to 1st base in order to help them learn how to throw the ball.

HALFWAY RULE: (Rule is subject to the judgement of the umpire)

When the ball is returned to pitcher and ball breaks the plane of pitcher's circle, the ball is to be ruled dead and placement of base runners shall be imposed by the umpire.

If the runner(s) is past the halfway mark between 1st and 2nd, 2nd and 3rd, or 3rd and home, the runner(s) is allowed to advance to the next base.

If a runner(s) is not past the halfway mark, the runner(s) must return to the last base occupied.

EQUIPMENT:

There will be **NO** restrictions on bats except that they will be made of metal and must have be USA approved. **NO** wood bats allowed.

An 11" Safety ball will be used.

All players must have a helmet with facemask and be USA approved.

OTHER:

Managers are allowed one (1) time out per inning

Maximum of five (5) runs or three (3) outs per inning.

Game will terminate after seven (7) innings or one (1) hour time limit.

Judgment of the umpire is final.

NO METAL CLEATS ALLOWED IN ANY DIVISION!!

NO EXCEPTIONS!!!

PLAYING RULES – 8 & UNDER

COACHING STAFF:

The following coaching positions will be allowed.
Offensive coach pitching mound & behind the plate.
Offensive coach 1st base and 3rd base.
Two (2) defensive coaches outside the dugout facing the field.

DEFENSIVE TEAM:

A ten (10) girl lineup will be used but *seven (7)* will be allowed if a team is short.
There will be 10 defensive players allowed on the field. There must be no more than 6 infielders. The outfielders must play at least 10 feet beyond the bases.
Catchers must wear full catchers gear, helmet, chest protector, shin guards.
Free defensive substitution.
Each player must play at least one inning in the infield.
NO player can play 2 consecutive innings at the same position.
NO infield fly rule will be in effect.
NO dropped third strike rule.
ALL defensive players are to throw/toss the ball to all bases/home plate, IF NEEDED; a Defensive play CAN BE MADE, with or without a thrown ball by simply having possession of the ball and touching the base closest to her defensive proximity on the INITIAL Defensive play.
NO run down by an Individual player will be allowed (Umpires Judgment)
PENALTY: A delayed Dead Ball is declared and the base runner is placed on the LAST base safely occupied.

PITCHING

The manager of the team will appoint a member of his/her coaching staff to pitch to his/her batters. A team will not be allowed to change a coach pitcher until the inning is over.
The coach/pitcher may pitch anywhere within the 8' circle as long as his/her foot *is in the circle*.
The coach/pitcher must always keep at least one foot within the 8' circle when the ball is released. **PENALTY:** the ball is called dead ball and one pitch is added to the count.
The coach pitcher is allowed to give instruction to only the batter, but must not leave the circle. The coaching can only be made before the pitch. **NO** other coaching from this position will be allowed. **PENALTY:** Removal of the coach pitcher. If the coach/pitcher is instructing the person shagging behind the batter he/she will not be able to coach the batter.
The coach pitcher will make every attempt to get out of the field of play and avoid interfering with the play after the ball has been hit. If in the judgment of the umpire, the coach pitcher intentionally interferes with the play:
The ball is declared dead and the batter will be called out.
No base runners will advance.

Unintentional interference:

- (1) Dead ball
- (2) No out will be given
- (3) Batter will be awarded 1st base
- (4) Forced run may score

The defensive player pitcher must stand in the back half of the pitching circle. She may not move from the back half of the pitching circle until the ball has been hit. With the exception of the catcher, no defensive player may be closer than 20 feet from the batter until the ball has been hit. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first base.

Should the ball be hit directly back to the defensive pitcher on the ground and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base or position at which time the ball is then called dead.

The defensive pitcher will give the ball to the coach pitcher at the end of each play.

BATTING:

The batting order will consist of all players present and will remain the same throughout the game except in case of injury. In case of injury, that player will not be able to return to the lineup

In the event a girl has to leave, she will be skipped in the lineup. If a girl shows up late, she will be added to the bottom of the lineup. (The short player rule in effect)

There will be a ball/strike count kept. The batter will have up to five (5) pitches to hit a fair ball. Should a batter fail to hit a ball at the end of the 5th pitch, the batter will be called "Out". Should the batter foul off the 5th pitch, she will be allowed another pitch until the batter misses a pitch or a foul ball is caught in the air.

There are NO walks.

NO bunting allowed. Any attempt to bunt will be a "Dead Ball, Batter is Out"

Striking and missing the ball three (3) times unsuccessfully will cause a batter to be "Out".

RUNNERS:

Should more than one runner be running to the same base, the rear runner will NOT be sent back to the base she was running from and is at risk of being tagged out.

On an overthrow to 1st base, the batter-base runner and all other base runners can advance at their own risk no further than one (1) base and then a dead ball will be called. An overthrow to any other base other than 1st base, the base runners may advance at their own risk NO further than 1 base and then the ball is declared dead.

On a defensive throw back to the pitcher the ball must break the plane of the circle to stop the runner from advancing to the next base. The pitcher does **NOT** have to control the ball in the pitching circle before the play will be ruled dead. Once the ball breaks the circle all base runners will be awarded the next base, based upon the half-way mark and the judgment of the umpire. If the pitcher catches ball and attempts to make a play on a base runner to get an out, base runners may advance 1 base at their own risk of being tagged out.

Base runners may leadoff after coach pitcher releases ball. NO base stealing.

All runners must maintain foot contact with a base while the pitcher has the ball. A dead ball will be called and a warning will be issued on the first offense to both teams. Any subsequent violations the runner will be called "OUT". Only one (1) warning per game will be issued.

After the ball is pitched, the adult pitcher is not to interfere in any way with the play. That is, they may not touch the ball, block the ball player, or "coach" how the ball is to be played. The girl who is playing the pitcher position (player/pitcher) will assume the role of the active pitcher.

EQUIPMENT:

There will be NO restrictions except that bats will be made of metal and must be USA approved. NO wood bats allowed.

An 11" AD Star ball will be used.

All players helmets MUST have a facemask and be USA approved.

OTHER:

Managers are allowed one (1) time out per inning

Maximum of five (5) runs or three (3) outs per inning.

Game will terminate after seven (7) innings or one (1) hour 15 min time limit.

Judgment of the umpire is final. You cannot appeal a judgment call.

Teams will bat through their complete lineup at all games

NO METAL CLEATS ALLOWED IN ANY DIVISION!!

NO EXCEPTIONS!!!

10 & Under Rules

COACHING STAFF:

The following coaching positions will be allowed.

Offensive coach 1st base and 3rd base

Defensive coaches must remain within arms length of their dugout.

DEFENSIVE TEAM:

A nine (9) girl lineup will be used but *seven (7)* will be allowed to avoid a forfeit.

Catchers must wear full catchers gear, helmet, chest protector, and shin guards.

Free defensive substitution.

NO infield fly rule will be in effect.

There is NO DROPPED THIRD STRIKE.

PITCHING:

There will be a ball/strike count kept.

Batter will carry over strike count when coach pitches.

Batters hit by player/pitcher will be awarded first base based on the judgment of the umpire, and is NOT considered a walk.

Since most teams only have one pitcher there will be NO PENALTY on a pitcher for hitting more than 5 batters. The coach does have the ability to sub another player to pitch in a game after 3 hit batters in an inning as long as it's NOT a pickup pitcher from another team.

The player/pitcher will pitch until 2 walks occur in an inning before the coach/pitcher enters the game. On the third walk of the inning, the coach/pitcher will come in to pitch to the batter carrying over the strike count. The coach/pitcher will pitch no more than 2 balls to that batter before the player/pitcher resumes her duty on the mound to pitch to the next batter. If the player/pitcher walks the next batter the coach/pitchers resumes his role on the mound to pitch no more than 2 balls to that batter and the process will be repeated each inning after the second walk by the player/pitcher. If the batter does not hit the ball in fair territory after the second pitch from the coach/pitcher she will be called out.

The coach pitcher will try to avoid interfering with the play after the ball has been hit by moving to foul territory away from the play. If in the umpires judgment the coach pitcher intentionally interferes with the play:

The ball is declared dead.

The batter will be called out.

No base runners will advance

Unintentional interference

(1) Dead ball

(2) No out will be given

(3) Batter will be awarded 1st base

(4) Forced runs may score.

When the coach/pitcher is pitching the defensive player/pitcher must have both feet within the pitcher's circle before the ball is pitched and cannot leave her position until the batter makes contact with the ball.

The Player/Pitcher will have both feet in contact with the pitching rubber when pitching, no warning given it will be a dead ball illegal pitch as per USA Rules.

The Coach/Pitcher must have 1 foot in contact with the pitching rubber not having 1 foot in contact will result in a dead ball illegal pitch as per USA Rules.

BATTING:

The batting order will consist of all players present and will remain the same throughout the game except in case of injury.

In the event a girl has to leave due to injury, she will be skipped in the lineup. NO OUT will occur and she will not be permitted to return to the lineup. If a girls skips her turn in the lineup to use the restroom she will be skipped and not be able to return to lineup. If a girl shows up late she will be added to the bottom of lineup.

Batter may foul as many balls until strike 3 occurs or the ball is batted in the playing field when the player/pitcher is pitching.

Bunting is allowed while the player/pitcher is pitching. Bunting while the coach pitcher is pitching is NOT allowed. PENALTY: Dead ball, batter is "OUT".

Bunting a ball foul with two (2) strikes is a dead ball, batter is "OUT".

A batter hit by a pitched ball thrown by the "coach/pitcher" is not awarded first base. If the batter swings at the pitch, it is a strike.

RUNNERS:

Base stealing is allowed (according to USA Rules). One base per pitch. An overthrow that occurs during a base steal, the runner will only be allowed one base per pitch. (Example: If a runner steals a base on a pitched ball from the player/pitcher and the catcher makes a play and overthrows that base, the runner cannot advance to the next base, the runner will not force a runner to advance or score). Runners will not be allowed to steal home.

A runner may score as a result of one of the following:

A batted ball

A walked batter with bases loaded

A hit batter with bases loaded

Catcher interference with bases loaded

A pass ball from the player/pitcher

A runner can lead off of third base after a pitch is made with the liability of getting thrown out but will not be allowed to advance home on an overthrow.

On an overthrow to any base from a batted ball to a defensive player, the batter-base runner and all other base runners can advance at their own risk with the liability of being put out until a time out has been declared by the umpire.

The "Look-Back" rule is in effect when player/pitcher is on the field.

Base runners cannot leave the base until the player/pitcher releases the ball.

THERE IS NO DROPPED THIRD STRIKE.

When the coach/pitcher is pitching, the base runners may lead off once the coach pitcher releases the ball. NO stealing or advancing when coach/pitcher is on the field even on an overthrown ball to any base.

If a runner fails to maintain foot contact with the base while the pitcher (player or coach) has the ball, a dead ball will be called and the runner will be "OUT".

Pitcher MUST have control of the ball in the pitching circle before the ball will be ruled dead by the umpire.

No coaching from the coach/pitcher is allowed to the batter or runner(s). The lead runner will be called out if this occurs. **NO EXCEPTIONS.**

OTHER:

Managers are allowed 1 timeout per half-inning. Rotating players on defense not considered a “time out” unless the game stops.

Maximum of five (5) runs or three (3) outs per inning.

Game will terminate after seven (7) innings or one (1) hour 15 min. time limit.

Teams will bat their complete lineup at all games.

Judgement of Umpire(s) is final

NO METAL CLEATS ALLOWED IN ANY DIVISION!!

NO EXCEPTIONS!!!

12U & 13Up Rules

COACHING STAFF:

The following coaching positions will be allowed.

- a) Offensive coach 1st base and 3rd base
- b) Defensive coaches must remain within arms length of their dugout.

DEFENSIVE TEAM:

A nine (9) girl lineup will be used but seven (7) will be allowed to avoid a forfeit.

Catchers must wear full catchers gear, helmet, chest protector, and shin guards.

Free defensive substitution.

Infield fly rule will be in effect.

Dropped third strike rule is in effect.

PITCHING:

There will be a ball/strike count kept.

Batters hit by player/pitch will be awarded first base based on umpires judgment.

If a pitcher hits three (3) batters in an inning, she must be removed from the pitching position for the remainder of that inning. She may return to the pitchers position the next inning.

If a pitcher hit a total of five (5) batters in a game, she will be removed from the pitching position for the remainder of that game. Though removed from the pitching position, she may continue to play at any other position.

The Player/Pitcher will have both feet in contact with the pitching rubber when pitching, no warning given it will be a dead ball illegal pitch as per ASA Rules.

BATTING:

The batting order will consist of all players present and will remain the same throughout the game except in case of injury.

In the event a girl has to leave due to injury, she will be skipped in the lineup. **NO** **OUT** will occur and she will not be permitted to return to the lineup. If a girls skips her turn in the lineup to use the restroom she will be skipped and not be able to

return to lineup. If a girl shows up late she will be added to the bottom of the batting lineup.

Batter may foul as many balls until strike 3 occurs.

Bunts allowed, bunting ball foul with two(2)strikes, a dead ball, batter is “OUT”.

RUNNERS:

Base stealing is allowed according to ASA Rules.

Base runners cannot leave the base until the pitcher releases the ball.

If a runner fails to maintain foot contact with the base while the pitcher has the ball, a dead ball will be called and the runner will be “OUT”.

EQUIPMENT:

A 12” regular 47 core “YELLOW OPTIC” softball will be used. NO exception.

OTHER:

Managers are allowed time out according to ASA Rules.

Maximum of five (5) runs or three (3) outs per inning.

Game will terminate after seven (7) innings or one (1) hour 15 min. time limit.

NO METAL CLEATS ALLOWED IN ANY DIVISION! NO EXCEPTIONS!!

Note: League Rules are subject to change at anytime during the season. We will inform all Managers of any changes that might occur during the season to make the game better for the everyone.

